inherits from all superior actors conditions as constraints, and actions as goals; and,

passes upwards

all actions as instantiations of conditions, and

all information necessary for altering any objective when said

objective does not conform to the real world.

Claim 17. [Currently amended] A method as in Claim [21]16, wherein each of the steps of declaring, stating, testing, actuating, and delegating, are done in a declarative method suitable for reduction to a form of formal logic.

Claim 18. [Currently amended] A method as in claim [21]16, wherein each of the steps of declaring, stating, testing, actuating, and delegating, are instantiated in a computer program.

Claim 19. [Currently amended] A general-purpose computer programmed to implement the method specified in Claim [21]16, comprising:

instantiation of said method in a computer program; and,

implementation of said computer program on a particular computer, having:

inputs reflecting real-world conditions;

outputs reflecting actions and information, transformed by said computer

into actions and human-readable information, respectively;

said computer program operating in conjunction and interactively with a human responsible for said process.

Claim 20. [Currently amended] A method as in claim 16, further comprising the additional step of:

internalizing feedback for both performance and process by incorporating into

the method, so as to better match said process to the real world or to correct

logical contradictions created or encountered by the method, steps for:

    creating,

    differentiating,

    modifying, and

    deleting,

any objective, goal, constraint, set of rules, or rule.

Claim 21. [Currently amended] A method as in claim [25]20, wherein each of the steps of declaring, stating, testing, actuating, delegating, and internalizing feedback, are done in a declarative method suitable for reduction to a form of formal logic.

Claim 22. [Currently amended] A method as in claim [26]21, wherein each of the steps of declaring, stating, testing, actuating, delegating, and internalizing feedback, are instantiated in a computer program.

Claim 23. [Currently amended] A general-purpose computer programmed to implement the method specified in claim [25]20, comprising:

    instantiation of said method in a computer program; and,

    implementation of said computer program on a particular computer, having:

        inputs reflecting real-world conditions; and,

        outputs reflecting actions and information, transformed by said computer

        into actions and human-readable information, respectively;

said computer program operating in conjunction and interactively with a human

responsible for said dynamic process.

Claim 24. [Previously presented] A method for dynamically managing a process comprising:

> declaring an objective of said process as a set of measurable goals and constraints;
>
> stating for each objective at least one corresponding and applicable set of rules:
>
> > wherein each rule in said set of rules contains both a condition governing that rule's actuation, and that rule's action when said condition is met; and
> >
> > wherein said set of rules may act in any combination, subject to the limitation that the condition of a particular rule must be met before said particular action may occur;
>
> testing each rule against conditions both internal and external to said process, as such conditions exist in the real world, without specifying the order of testing, unless the order becomes governed by the actuation of at least one rule whose precondition governing its actuation becomes satisfied;
>
> actuating a rule when its condition is met; and,
>
> delegating
>
> > the objective as declared in a set of measurable goals and constraints,
> >
> > the corresponding and applicable set of rules, and,
> >
> > responsibility for attaining said objective and for testing said rules,
>
> to at least one specific actor, wherein each said specific actor
>
> > inherits from all superior actors conditions as constraints, and actions as goals; and,
> >
> > passes upwards
> >
> > > all actions as instantiations of conditions, and
> > >
> > > all information necessary for altering any objective when said objective does not conform to the real world;
>
> and,
>
> internalizing feedback for both performance and process by incorporating into the method steps for:
>
> > creating,
> >
> > differentiating,
> >
> > modifying, and

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deleting,

any objective, goal, constraint, set of rules, or rule.

Claim 25. [Currently amended] A method as in claim [29]24, wherein the step of internalizing feedback for both performance and process by incorporating into the method steps for creating, differentiating, modifying, and deleting, any objective, goal, constraint, rule, rule-set, or delegation, further comprises:

using the occurrence of a logical contradiction created or encountered by the

method to improve the method by:

identifying the two or more, goals, constraints, sets of rules, or rules that

produce the logical contradiction, and,

using said steps for

creating,

differentiating,

modifying, and

deleting,

any objective, goal, constraint, set of rules, or rule, to produce a distinct

new method lacking any logical contradiction.

Claim 26. [Currently amended] A method as in claim [30]25, wherein the steps used to produce a distinct new method lacking any logical contradiction [preferentially] avoid altering the delegation above the level in which said logical contradiction occurred.

Claim 27. [Currently amended] A device for transforming knowledge into managerial guidance that can replace an individual human possessing particular process knowledge with a dynamically adaptable device accessible by a second individual human, said device comprising:

means for transforming said particular process knowledge by:

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declaring an objective of said particular process as a set of measurable goals and constraints;

stating, as a means for accomplishing said objective, a set of rules:

wherein each rule in said set of rules contains both a condition governing that rule's actuation, and that rule's action when said condition is met; and

wherein said set of rules may act in any combination, subject to the limitation that the condition of a particular rule must be met before said particular <u>rule's</u> action may occur;

testing each rule against conditions both internal and external to said [dynamic] <u>particular</u> process, as such conditions exist in the real world, without specifying the order of testing, (unless the order becomes governed by the actuation of at least one rule whose precondition governing its actuation becomes satisfied);

actuating a rule when its condition is met; and,

delegating

the objective as declared in a set of measurable goals and constraints,

the corresponding means for accomplishing said objective, stated as a set of rules, and,

responsibility for attaining said objective and for performing said means,

to at least one specific actor, wherein each said specific actor

inherits from all superior actors conditions as constraints, and actions as goals; and,

passes upwards

all actions as instantiations of conditions, and

all information necessary for altering any objective when said objective does not conform to the real world;

and,

internalizing feedback for both performance and process by incorporating into the method, so as to better match said process to the real world or to correct logical contradictions created or encountered by the method, means for:

creating,

differentiating,

modifying, and

deleting,

any objective, goal, constraint, set of rules, or rule, to produce a distinct new method lacking any logical contradiction;

means for storing said particular process knowledge, once transformed;

means for accessing said particular process knowledge, once transformed; and

means for modifying said particular process knowledge.

Claim 28. [Currently amended] A method for inducing a business process from a set of defined conditions, constraints, rules, and elements comprising a model of the real world, said method comprising:

declaring an objective of said business process as a set of measurable goals and constraints;

stating[, as a means for accomplishing said] for each objective, at least one set of rules:

wherein each rule in said set of rules contains both a condition governing that rule's actuation, and that rule's action when said condition is met; and

wherein said set of rules may act in any combination, subject to the limitation that the condition of a particular rule must be met before said particular action may occur;

testing each rule against conditions both internal and external to said business process, as such conditions exist in the real world, without

specifying the order of testing, (unless the order becomes governed by the actuation of at least one rule whose precondition governing its actuation becomes satisfied);

actuating a rule when its condition is met; and,

delegating

the objective as declared in a set of measurable goals and constraints,

the corresponding means for accomplishing said objective, stated as a set of rules, and,

responsibility for attaining said objective and for performing said means,

to at least one specific actor, wherein each said specific actor

inherits from all superior actors conditions as constraints, and actions as goals; and,

passes upwards

all actions as instantiations of conditions, and

all information necessary for altering any objective when said objective does not conform to the real world;

and,

internalizing feedback for both performance and process by incorporating into the method, so as to better match said process to the real world or to correct logical contradictions created or encountered by the method,

means for:

creating,

differentiating,

modifying, and

deleting,

any objective, goal, constraint, set of rules, or rule, to produce a distinct new method lacking any logical contradiction;

Claim 29. [Currently amended] A method as in Claim [33]28, for dynamically representing an business process induced by said method, further comprising:

creating and maintaining a dynamic and self-referential representation of said induced business process within said model; and,

changing said dynamic and self-referential representation as and in accordance with each change in the set of defined conditions, constraints, rules, and elements comprising said model.

Claim 30. [Currently amended] A method as in Claim [21]16, for dynamically managing a business process, further comprising:

including at least one anticipatory defined condition, constraint, rule, or element, thereby creating a model of the world which is differentiated from the currently known state;

even if such anticipatory defined condition, constraint, rule, or element is neither based on any history, trend, or deductive reasoning approach, nor supported by any particular reason to believe it will occur, nor believed that such is needed.